

FROM
ATARISOFT™

**BRAZIL
FIGHT
HOME**

**COMMODORE
64™**



Play the
Original Arcade
Classic in Your
Own Home.

TM

THE 360° BLAST HAS

GAME OBJECTIVE

The year is 1999, and the nations of the earth have declared a world-wide peace plan. Unfortunately, a council of military commanders has unleashed battalions of automated weapons into the countryside. These aerial missiles, flying saucers, tanks, and supertanks will turn the world into a lifeless landscape unless you stop them!

Luckily, you've discovered an old military tank hidden inside a museum. Use your Joystick to steer the tank as you search for enemy automatons. Since your electronic periscope only gives you a front view, you'll have to rely heavily on your radar screen to detect the enemy. If you see a blip on the radar, move fast! Use your Joystick to turn your tank until the enemy appears on the screen; press the red controller button to fire your turret gun.

GAME PLAY

You have three tanks to complete your mission. Your tank will be destroyed each time it is hit by enemy fire. The enemies you'll encounter are:

TANKS

Tanks are your most common enemy. They move a bit slower than your tank.

SUPERTANKS

These can move faster than your tank.

MISSILES

Missiles always appear directly in front of you, then zigzag toward your tank. You can identify a missile by the "buzz" sound it makes as it flies.

FLYING SAUCERS

Flying saucers do not fire at you, but are hard to hit and can distract you when a tank, a missile, or a supertank is firing at you.

USING YOUR RADAR SCREEN

Your radar is located at the top center of the screen. Enemy automatons appear on the screen as yellow "blips" of light; your tank is located in the middle of the radar circle. The two lines at the top of the radar screen indicate your field of view. When you move your tank so any enemy "blip" is between the lines, you should be able to see the enemy on the main screen. When the enemy is in your line of fire, the side lines of the gunsights turn inward.

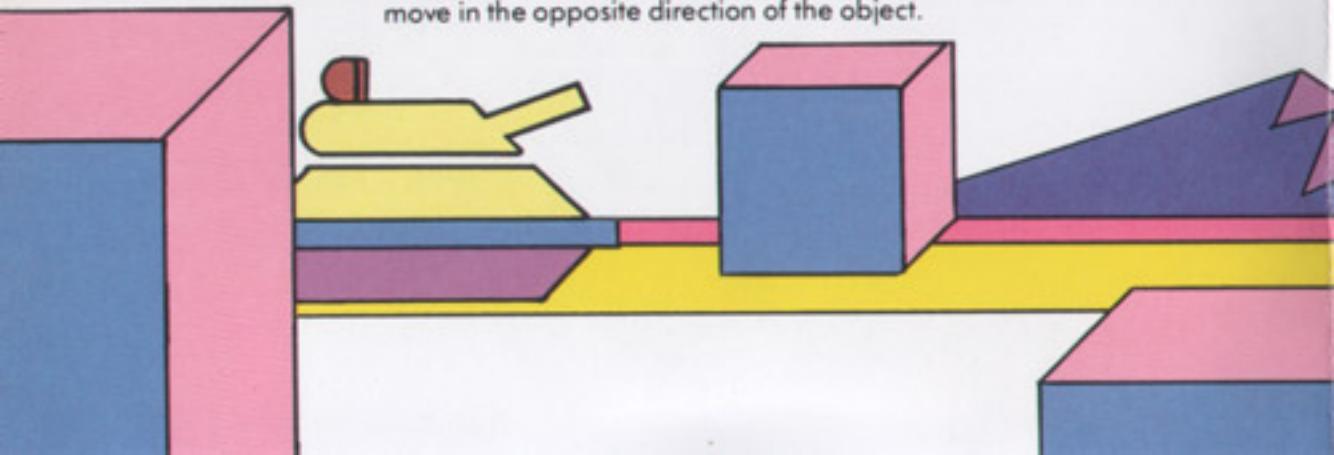
Be careful—an enemy can destroy your tank even if you can't see it on the main screen.

USING YOUR TANK COMPUTER MESSAGES

Your tank computer will give you important information in the upper left corner of the cockpit.

It will warn you "ENEMY IN RANGE", and will tell you: "TO RIGHT" or "TO LEFT".

Also, when you are blocked by an object, the object on the screen will shake, a warning sound will be heard, and your tank computer will read "BLOCKED". Sometimes your viewfinder will be clear to shoot even though one of your tank treads is "BLOCKED". Or, you may be "BLOCKED" by an object out of sight—behind you or to your side. When you are "BLOCKED", move in the opposite direction of the object.



BEGUN . . .



USING THE CONTROLLER

You must have a standard Commodore (or equivalent) Joystick.

The eight positions of the Joystick are used to move the player's tank as shown in Figure 1.

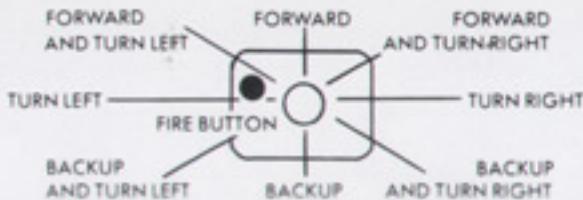


FIGURE 1: JOYSTICK CONTROL

CONSOLE CONTROLS

Insert the BATTLEZONE cartridge into your Commodore 64 Home Computer, as explained in your computer owner's guide, and turn on your computer.

Plug a standard Joystick into the controller jack. Press the "FIRE" button to initiate game play immediately.

START GAME

Press F1 or the "FIRE" button to begin game. During the game, press F1 to restart the game. At the end of the game, press the "FIRE" button to restart the game. Press the space bar to pause in the middle of a game; press the space bar again to resume play.

NOTE: Use of the keyboard except as specifically instructed in manual can affect game play.

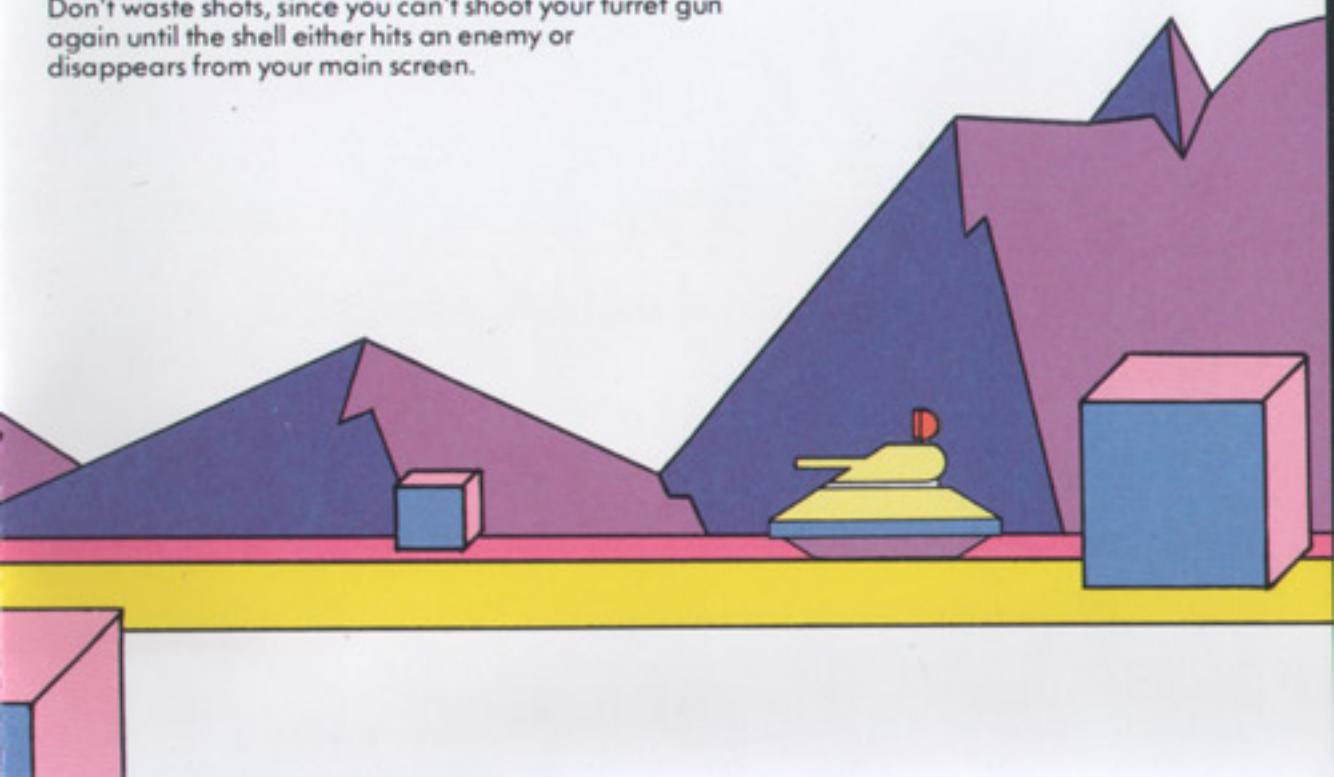
STRATEGY

A good way to evade enemy shells is to rotate your tank 45 degrees, then immediately move the tank forward or backward.

Listen for the sound of an enemy gun being fired. As soon as you hear a shot, take evasive action. Do not simply rotate in the same spot.

Keep moving after you fire a shot—don't wait to see if the shot hit its mark. If a tank is close behind, you can bring it within sight by moving your tank in reverse until the enemy tank appears on the screen. You'll be able to shoot as the enemy tank turns to face you.

Don't waste shots, since you can't shoot your turret gun again until the shell either hits an enemy or disappears from your main screen.



SCORING

TANKS



1000

SUPERTANKS



3000

MISSILES



2000

SAUCERS



5000



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